

1 Amendments to the Specification

2 Please replace the sentence at page 5, line 26, with the following rewritten
3 sentence.

a¹
4 For example, in the case of a downloaded song, for a relatively modest fee,
5 the license may permit the owner to play the object, [[here]]hear content for the
6 song, just once.

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8 Please replace the sentence at page 32, starting at line 26, with the
9 following rewritten sentence.

a²
10 While all the watermarks for a common object carry the same value,
11 typically a publisher (vendor) identification (VID) concatenated with a product
12 identification (PID) to form, e.g., a 20-bit value, each one of the secret watermark
13 keys defines a staring location in a protected object (or, in a general sense, a
14 pointer to a location, e.g., in time, space or frequency ("frequency locations"
15 possibly being implemented through a spread sequence predicated on a random
16 seed), in that object[[]]) at which a corresponding watermark appears.

17
18 Please replace the sentence at page 45, starting at line 27, with the
19 following rewritten sentence.

a³
20 Mass store 450 may also contain a CD-ROM or other optical media reader
21 (not specifically shown) (or writer) to read information from (and write
22 information onto) suitable optical storage media. The mass store 450 stores
23 operating system (O/S) 454 and application programs 452.

1 Please replace the sentences at page 46, starting at line 4, with the following
2 rewritten sentences.

3 The O/S 454 contains DRM system 456 which itself contains enforcer 610.
4 This store 610, given a potentially large size of one or more watermarked objects it
5 will contain, resides, a shown within non-volatile local mass store 450 (e.g., a hard
6 disk drive) on the client PC.

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8 Please replace the sentence at page 69, starting at line 15, with the
9 following rewritten sentence.

10 Subsequently, we will describe, in conjunction with FIGs. 18 and 19
11 illustrative techniques for embedding individual watermarks within a passive
12 object, such as an image or video frame, and within an active object.

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